

The 2016 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



TABLES & TOOLS PART II

VOLUME 8 OF EIGHT BOOKLETS

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1d50 NAMES

FOR YOUR ZERO-LEVEL CHARACTERS

compiled by

bygrinstow

Yet MORE randomization for your Zero-Level character creation!

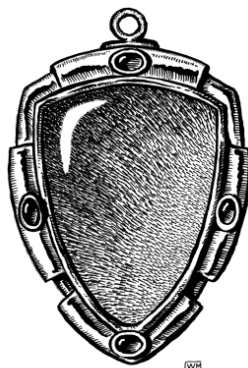
True, there is a shortage of female names on the list (I blame the publishing industry of the 20th Century) – feel absolutely free to tweak the names to suit your mood and preference.

- | | | |
|----------------|----------------|---------------|
| 1. John | 18. Margaret | 35. Rice |
| 2. Leigh | 19. Gardner | 36. Fritz |
| 3. Edgar | 20. Howard | 37. Brackett |
| 4. Lyon | 21. Plunkett | 38. Andre |
| 5. Anderson | 22. Fred(eric) | 39. St. Clair |
| 6. Merritt | 23. Carter | 40. Wade |
| 7. Farmer | 24. Alice | 41. Zelazny |
| 8. Roger | 25. Jack | 42. Robert |
| 9. Lin | 26. Bellairs | 43. Ervin |
| 10. Brown | 27. August | 44. Lovecraft |
| 11. Fletcher | 28. Tolkien | 45. Vance |
| 12. Jose | 29. Arthur | 46. Ronald |
| 13. Andrew | 30. Fox | 47. Moorcock |
| 14. De Camp | 31. Derleth | 48. Sprague |
| 15. Drax | 32. Norton | 49. Reuel |
| 16. Phillip(s) | 33. Poul | 50. Burroughs |
| 17. Leiber | 34. Michael | |



bygrinstow 16

50 Cursed Magic Trinkets



By Jon Hershberger

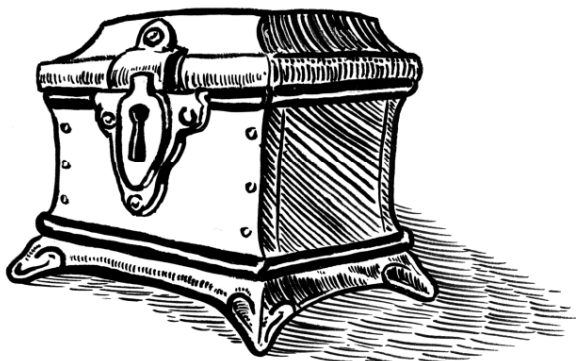
d50 50 Cursed Magic Trinkets

- o *Amulet of Immolation* - This enchanted device appears like any other of its beneficial kin, until adorned to one's cloak, robe or other apparel. The device requires a period of attunement of up to 24 hours, as it seeks to align itself with the wearer's aura. Once that is done, the amulet will burst into flames unexpectedly within 24 hours of becoming attuned, igniting whatever consumable materials are close-by. The immolation will continue for up to five rounds (d5), causing burning damage to the wearer, if left unchecked. This immolation will continue to occur randomly once per week until the curse is removed and the amulet disposed of.
- I *Armature of Talia* - This maleficent contraption appears as either a metal or wooden box with a series of metal gears, spindles, bolts, shafts, and posts on both the inside and the outside, and at least one crank handle adorning the exterior surface of the box. Used to generate a low-watt current of "magical" electricity for alchemical experiments and other minor innocent purposes, this device can be re-configured to deliver dangerous or even lethal doses of electricity to the unsuspecting helper, patient, or user.

- 2 *Bandolier of Potion Negation* - This leather, over-the-shoulder, bandolier is constructed of the finest hides available. It features a large brass buckle, and numerous leather holders for securing potion bottles or vials. However, the longer that potions are left in the security holders of the bandolier, the higher the probability that the bandolier will leach off the inherent magic of the potions, rendering them less and less effective.
- 3 *Belt of the Muskrat* - This wonderfully crafted belt shows the craftsmanship of a Master Leatherworker. But, within 24 hours of being adorned, the belt will start releasing its wild musk smells, which will be so strong as to be offensive to other humans and demi-humans nearby, and will act as a musk-lure for all manner of wildlife.
- 4 *Beans of the Many-tentacled Beast* - These magical beans appear like normal, non-magical beans. However, when cast upon or planted in the ground, within 24 hours they will grow to become a multi-tentacled black creature from the dark recesses of the mind. The creature will be mindless, uncontrollable, and will seek to feed immediately, preferring the soft flesh of humans and demi-humans.
- 5 *Boots of Quicksand* - These magically dweomered boots don't reveal their magical properties when examined or studied. Rather, their properties must be discovered through wearing them. The boots do not restrict the movement or speed of the wearer in any way when traveling normally or walking calmly. But, as soon as the wearer attempts to run, flee, or take action at an accelerated pace, he will find that the boots have him held in place as if the wearer was standing in knee-deep quicksand. Movement will be so restricted until the wearer regains their composure and attempts to slowly walk away from the scene. *Remove curse* will also enable regular movement, for a time.
- 6 *Boots of Stumbling and Tripping* - These magically dweomered boots don't reveal their magical properties when examined or studied. Rather, their properties must be discovered through wearing them. The boots do not restrict the movement or speed of the wearer in any way when traveling normally or walking calmly. But, as soon as the wearer attempts to run or flee, the wearer will begin to stumble and trip, resulting in a movement rate that is one-half to one-fourth the normal movement rate. *Remove curse* will allow the wearer to resume normal movements.

- 7 *Bottle of Lightning Attraction* (“lightning in a bottle”) - This magically charged clear bottle contains a strange dark liquid. When studied for a period of time, the observer will note that there appears to be a mini thunderstorm taking place in the bottle. Otherwise, the bottle seems unimpressive. However, whenever the bearer of the *bottle of lightning attraction* is near to a lightning source, whether that source is a naturally occurring lightning or a magically triggered lightning, the bearer has increased chances of being struck by the lightning as the lightning bolts seek to find their ‘home’ in the bottle.
- 8 *Brazier of Noxious Aromatics* – This magical device appears to be a normal holder for burning coals or incense, or making sacrifices. But, when a fire is started within the brazier, the burning coals or incense will give off large clouds of dark smoke which contain noxious fumes that will render all within the cloud cover nauseous to the point of vomiting and losing consciousness. The fire and smoke will continue until the combustible fuel is consumed. Remove curse will squelch the burning fuel and render those subject to the noxious fumes merely weak and needing rest.
- 9 *Candles of Irritation* - These candles are indistinguishable from their magical and non-magical kin. However, when lit, and continuing until extinguished, these candles will give off an aroma that at first seems soothing but within a round or two will start to irritate the eyes of all those nearby. The irritation may be so significant as to render those affected blind until treated for blindness or until the curse is removed.
- 10 *Chalice of the Crown Prince* - This magically endowed chalice does not reveal its magic properties until a fine wine is drank therefrom. Once wine is consumed from the magical vessel, the imbiber goes through a mental transformation, in his or her own mind, in which he or she believes their Personality is raised to 18 and they believe they are of royal lineage. The character should be advised that they consider themselves above most others they encounter, including their fellow countrymen and close companions.





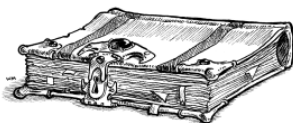
- 11 *Chest of the Money Changer* - This small wooden-and-metal chest appears to have been the property of one of the City-State's prominent money changers. However, it is really the creation of an ingenious and greedy wizard, whose ambitions led him to the four corners of the known world. Coins placed in the chest are, for a 12-24 hour period, converted to another form of currency, as directed by the chest's owner (gold to copper, copper to silver, silver to gold, etc.). After the conversion period expires, however, the coins previously changed will revert to their original form. The wizard that created this item became immeasurably wealthy and wanted on three continents.
- 12 *Cloak of the Assassin* - This seemingly normal traveling cloak will over time seek to corrupt the wearer into believing they are a trained assassin. Left unchecked, the subtle brainwashing-cloak will start to impart thoughts and ideas to the wearer in an attempt to pervert their self-awareness, causing the wearer to seek advantages in conflicts that play to their strength as an assassin. The cloak will also begin to impart impressions of distrust and contempt for those close to the wearer.
- 13 *Crystal Shard of Rending* - This innocent looking shard of crystal is extremely beautiful and will foster a desire to own it, or at least carry it, under any circumstance. However, handling or carrying this shard in an unprotected hand will cause 1d3 points of damage per round as its edges are razor sharp.

14	<i>Decanter of Fouled Fluids</i> - This plain-looking vessel will appear slightly magical if being detected for such properties. If the lid or stopper is removed, the decanter will discharge one of a variety of fluids designed to cause dizziness, mild illness, nausea, vomiting, and worse. Examples include fetid and stale water, foul chum and seawater, tainted swamp water, smoking red blood (red dragon), black ichor (demon blood), radioactive water, etc.
15	<i>Eyes of Truth</i> - The <i>eyes of truth</i> are a pair of crystal optics not unlike the eyes of the eagle or the eyes of charming. Their magical characteristics are hidden from detection until and unless the <i>eyes of truth</i> are affixed to ones face. If the cursed optics are donned, the effect is instantaneous: the wearer will begin to see the 'truth' in every situation, with the 'visible truth' being left to the discretion of the judge.
16	<i>Eyes of Blind Man</i> - The <i>eyes of blind man</i> are a pair of crystal optics not unlike the others of its kind. Their magical characteristics are hidden from detection until and unless the <i>eyes of the blind man</i> are affixed to ones face. If these cursed optics are donned, the effect is instantaneous: the wearer is immediately and irrevocably blinded until the curse is lifted and the blindness cured.
17	<i>Gem of Echoes</i> - These cursed gems appear as normal gemstones but for their magical emanations. However, when carried or in the possession of a character or creature, these devilish little gems will pick up and re-transmit sounds from any nearby sources, with an double or treble increase in the sounds' volumes.
18	<i>Harp of the Harpies</i> - This magical music instrument appears to have been constructed from some of the finest natural woods available, and the music it produces is quite beautiful to the human and demi-human hearing abilities. However, playing the harp also summons forth, after 1d3 rounds of playing, a flock of harpies (1d4) which attack any and all within sight of the harp.
19	<i>Helm of Ignorance</i> - This helm appears to be nothing more than an ordinary piece of armor for protecting the head - a helm - of polished iron, steel, or silver. However, when donned, the helm's magic takes effect immediately; the helm can only be removed, and the magic properties can only be countered, by casting a <i>remove curse</i> upon the helm. Once donned, the unlucky character so donning the helm will lose 1d4 points of Intelligence.

- 20 *Helm of Irresistible Repartee* - This helm also appears to be nothing more than an ordinary piece of armor for protecting the head – a helm – of polished iron, steel, or silver. However, when donned, the helm’s magic takes effect immediately; the helm can only be removed, and the magic properties can only be countered, by casting a *remove curse* upon the helm. Once donned, the wearer will have the irresistible urge to engage all characters encountered, both player characters and non-player characters, in an endless stream of witty repartee, irrespective of circumstance or situation.
- 21 *Horn of Gehenna* – This powerful magic item resembles in most respects its distant relative, the *horn of Valhalla*, in that this horn is also able to summon forth a fighting force from beyond the Prime Material Plane to serve the possessor of the horn in his time of need, without hesitation or question. This horn’s curse cannot be detected; the true nature of this horn can only be determined through use. However, unlike the good horn, this horn does not summon berserkers from the planes of Gladsheim. No, this horn summons lesser devils to do the wielder’s bidding until dispatched, dismissed or until the wielder is overpowered by the devils themselves: barbed devils, bone devils, bearded devils, horned devils, Erinyes, Lemures, Abishai, spined devils, and other minor powers from the Lower Planes.
- 22 *Horseshoes of Sinking* - These magical horseshoes appear, when affixed to the hooves of any horse, to enable the horse and rider to cross bodies of water as if they were traversing land, with the hooves seeming to never touch the water’s surface. However, 1d3 rounds after leaving land, the horseshoes will simply cease to function, causing both horse and rider to sink below the surface.
- 23 *Hourglass of Misdirection* - This seemingly well crafted hourglass will be perceived to be quite an accurate timepiece for the aspiring alchemist or sorcerer. However, the hourglass will not accurately measure time, providing the user with a time measure that is either 10-30% shorter (1-3 on 1d6) or 10-30% longer (4-6 on 1d6) than desired.
- 24 *Incense of Irritation* - These cursed sticks of incense act in all respects like the *candles of irritation* referred to above.



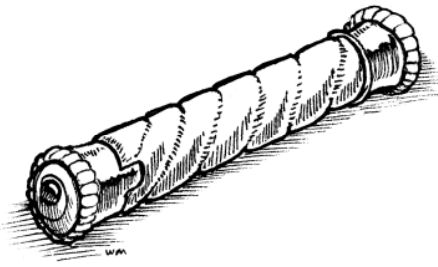
- 25 *Ioun Stone of Misfortune* - This seemingly innocent-looking gemstone has magical properties that mask its true nature until deployed or in the possession of a character. As such, it appears like another specimen of the beneficial *ioun stone* category. However, this stone casts a negative Luck effect upon whomever has the *ioun stone* deployed (i.e., floating around their head) or in their possession. The Judge should roll $1d3$ to determine the number of Luck points negated by the magical properties of this magic gemstone.
- 26 *Javelin of Rebounding* - The otherwise normal looking javelin has the bizarre effect of rebounding back upon the wielder of the javelin; if a hit occurs upon the rebound, normal damage is caused to the wielder as appropriate.
- 27 *Jug of Poisons* - This magical vessel appears to be a normal looking whiskey jug. However, unlike an *alchemy jug*, this jug does not pour forth a variety of liquids upon command. Rather, this jug will transform water (up to one gallon) into various types of poison if left in the jug over night. No additional components or ingredients are required for this transformation.
- 28 *Kingsman's Ointment of Inflammation* - This magical salve appears to be one of several other curative ointments commonly known to adventurers. However, instead of drawing poison, curing disease, or healing damage, this ointment instead causes a low- to medium-grade inflammation wherever it is applied, also causing soreness, swelling and the like. Additional damage in the amount of $1d3$ to $2d6$ follows the inflammation until the ointment is removed or a *remove curse* is cast.
- 29 *Libram of Forgetfulness* - This accursed tome of dark magic will be completely indistinguishable from other magical manuals that may tempt the unwary. Its magical properties will only be discernible through reading at least 50% of the *libram's* contents, after which time the unsuspecting reader will lose $1d3$ points of Intelligence. The Intelligence lost can be regained through the casting of a *remove curse* or a restoration spell.



- 30 *Manual of Woe* - Like many other magical tomes and manuals, the specific nature of this accursed magical book will only be revealed through extended study and meditation. Once the reading is complete, the reader will slowly sink into a pit of immeasurable depression and potentially even insanity.
- 31 *Necklace of Disfigurement* - The *necklace of disfigurement* is a terrible magic item, born out of hatred and revenge. Crafted of gold and bedecked with gemstones of obvious worth, this necklace will be scorned by all who encounter it. When donned, the necklace will seemingly lift the wearer's spirits, provide confidence and a sense of empowerment. However, 106 hours after donning the necklace, horrific disfigurements will suddenly appear on the face and body of the wearer. Naturally these will reduce the wearer's Personality, and will continue to do so until the necklace is taken off and a *remove curse* is cast.
- 32 *Obelisk of the Oracle* - This miniature obelisk is constructed of black marble and has no obvious openings or such. Intricate symbols and geo-figures have been carved into each surface, giving the obelisk an other-worldly appearance. When carried, the *obelisk of the oracle* causes the unlucky character doing the carrying to question everything about everything, as more and more knowledge is sought. This should lead to all sorts of fun role-playing opportunities...for the PC doing the carrying!
- 33 *Organs of the Priest Mage* - The *organs of the priest mage* are the actual organs (the heart, liver, kidney, etc.) of the evil Priest Mage Zan-Tar who removed several of his physical organs during the dark rituals cast in his transformational journey in becoming a lich. Each of the organs were preserved in liquid-filled jars and supposedly secreted away by the lich himself where no mortal could retrieve them. Supposedly. The adventurers that find one of the organs will rue the day of their discovery, for each of the organs act as a magnetic force to bring the Priest Mage looking for his missing organ. And of course, being a lich, time and distance are of little concern to Zan-Tar.
- 34 *Pole of the Boatman* - This magical pole is a kindred item to the infamous boat paddle used by the Boatman himself to ferry lost souls across the rivers Styx and Acheron on the way to the underworld. When a character comes to possess this cursed item, they will begin to feel (psychologically) that death is imminent and will be inexplicably motivated to seek out Charon and the afterlife.

- 35 *Robe of the Harlot* - This robe is made of the finest materials and shows that great skill was used in its construction. By all accounts, this robe should be of great worth. However, when worn, the wearer will begin the mental transformation into a 'woman of the night' (a harlot, a slut, a prostitute) and will lead the unsuspecting wearer to take up 'her' new profession as if her life depended on it. The effects can only be reversed with the casting of a *remove curse*.
- 36 *Rope of Knots* - This seemingly normal coil of magic rope appears to be of great strength and quality. However, when someone tries to use the rope, for whatever purpose, the rope mysteriously ties itself into a tangle of knots that will take 1d6 rounds to untangle. Similarly, if the rope is deployed for climbing or rappelling, the rope will coil itself up and begin the knotting process again. Treat the rope as having a Strength score of 18 for purposes of breaking or untangling the rope.
- 37 *Rug of the Acrobat* - This cursed version of the *flying carpet* will challenge even the most agile and dexterous adventurer, for while the *rug of the acrobat* will fly just as a *flying carpet* will fly, it will occasionally buck, flip and/or roll in flight, causing all riding thereupon to make some sort of ability check, skill check, or saving throw to avoid being dumped in mid air and left to suffer their fate.
- 38 *Scarab of Missile Attraction* - This magical jewelry acts in some ways like a *missile attracting shield*, in that it increases the wearer's chances of being struck by missiles of all types. However, this cursed scarab does not affect the wearer's armor class, per se. Rather, it provides a "to hit" bonus of +2 for any missiles drawn to the wearer by virtue of the scarab's magics.
- 39 *Scarab of Whispers* - This scarab of magic appears like a normal piece of jewelry or heraldry. Until, that is, it is affixed onto one's garments. Once attached to the garments of an unsuspecting character, the scarab of whispers will start emitting soft but distracting whispers inside the head of the wearer. The language of the whispers will be unrecognized by the wearer. The level of distraction will build gradually over time, reaching such a level that spellcasting will be impossible and insanity may well be around the next corner.





- 40 *Scroll Tube of Erasing* - This seemingly innocent scroll tube can be a mighty costly item to find, as when magic scrolls are placed inside its form, the magic and ink from the scrolls are consumed by the scroll tube, leaving the parchment intact, but otherwise utterly valueless.
- 41 *Signet of Cassius the Sly* - This simple signet ring appears nothing more than a well made circle of solid silver, apart from the royal signet emblazoning the surface of the ring. However, when donned, the unsuspecting character will begin the transformation into Cassius the Sly, a street-wise thief of noble birth who fell under the effects of a charming female were-rat and was disowned by King and Queen.
- 42 *Sling Bullets of Rebounding* - These otherwise normal looking sling bullets have the bizarre effect of rebounding back upon the wielder of the sling used to throw these bullets; if a hit occurs upon the rebound, normal damage is caused to the wielder as appropriate.
- 43 *Sling of Contrariness* - This sling-staff appears to be a normal missile weapon upon inspection. However, when used in combat, the sling bullets or pebbles discharged by this cursed weapon will be far more likely to hit allies of the wielder than his enemies. In fact, those missiles are two to three times more likely to strike one's friends than to strike one's enemies. Damage is dealt normally for such a weapon.
- 44 *Soupstone* - This large, smooth river rock will give off a magical aura. When placed in a stewpot with warm to hot water and left for several hours, the *soupstone* will transform simple water into a robust and aromatic stew that is sure to put down even the sharpest hunger. But, within 12 hours of consuming the magically-produced stew, those partaking in the feast will come down with a severe case of food poisoning, vomiting and diarrhea.



- 45 *Talisman of Chaos* - Much like the *helm of opposite alignment*, this talisman's effects take place as soon as the talisman is affixed to the garments of the possessor. Regardless of the alignment of the possessor at that point, they will immediately sustain a radical transformation...as they shift to an chaos alignment. The effect can only be reversed or removed by the casting of *remove curse*.
- 46 *Talisman of Fear* - This gem-encrusted talisman will increase the wearer's susceptibility to the *fear* effects of any creature or item that produces such affect by a factor of 200%.
- 47 *Talisman of Indecision* - This magical brooch will cause the unsuspecting wearer to start to be unable to make decisions and unwilling to commit to one course of action or another, rendering the wearer to appear to be a flip-flopper on matters of direction, conviction, or agreement.
- 48 *Tome of Fear* - This magical tome is covered in green hydra hide. The specific magic it imbues to the reader will not be revealed until the reader reaches the mid-point of the tome, by which point the reader will be too engaged to stop of their own accord. *Remove curse* will free the reader from the compulsion felt to finish the work. However, should the reader complete the reading of the entire tome, they will forever after be subject to the *fear* spell and/or magic ability, at no save to avoid.

Trident of the Eel – This seemingly powerful magic trident has a terrible curse woven into its magical properties. When wielded on land, the trident serves as a +2 *spear*. But when grasped by someone in water, or when held by someone and plunged into water, the trident emits a magical electrical charge sufficient to cause 1d4 points of damage per round until the trident AND the character are removed from the water. While contact is maintained, the trident may not be released unless a *remove curse* is cast.

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d50 Fantasy Foods



By Keith A. Garrett

Sometimes a judge needs a quick and easy idea for a weird food item. If that's you, and you have a fancy 50-sided die, use this table! (For more in-depth options, use the related Fantasy Food Generator article located in the Gongfarmer's Almanac 2016, volume 1.)

d50	50 Fantasy Foods
0	9th level of the Abyss chili
1	all-you-can-eat troll loin
2	behemoth tail (serves 10-12)
3	blackened salamander
4	bottled water elemental
5	braised basilisk
6	bugbear
7	centaur sausages
8	chilled elder brain
9	cockatrice parmesan
10	deep one gumbo
11	deviled devil dog
12	ectoplasm brûlée
13	Elven-baked cookies
14	faerie fondue

- | | |
|----|-------------------------------|
| 15 | gelatinous cube shots |
| 16 | giant bee honey |
| 17 | Gnomish ale |
| 18 | gremlin puffs |
| 19 | griffon and dumplings |
| 20 | hippogriff with dressing |
| 21 | juvenile hydra with meatballs |
| 22 | kraken scampi |
| 23 | lotus-fruit salad |
| 24 | mandrake tea |
| 25 | manticore skewers |
| 26 | mermaid roe |
| 27 | minotaur brisket |
| 28 | mummy jerky |
| 29 | oliphant steak |
| 30 | orc chops |
| 31 | ouroboros rings |
| 32 | periyon venison-wings |
| 33 | phoenix drumsticks |
| 34 | pickled eye of the beholder |
| 35 | pixie pie |
| 36 | pot pie of holding |
| 37 | roasted satyr |
| 38 | roc egg omelet |
| 39 | sautéed shrooman |
| 40 | sea serpent stir fry |
| 41 | self-heating dragon ribs |
| 42 | Sezrekan's stout |
| 43 | slime dip |
| 44 | sprite with lemon and lime |
| 45 | treant salad |
| 46 | unicorn kebab |
| 47 | warg stew |
| 48 | wyrm casserole |
| 49 | yeti milk |



d50 Memorable Personality Quirks



By R.S. Tilton

d50	50 Memorable Personality Quirks
0	happily angry
1	violently lovestruck
2	bloodthirsty coward
3	penniless philanthropist
4	angrily happy
5	dispassionately motherly
6	casually daring
7	caringly casual
8	disgustingly cleanly
9	morbidly curious
10	curiously morbid
11	murderously wanton
12	violently pacifistic
13	strangely normal
14	uncaringly greedy
15	larcenous donor
16	lusty nihilist
17	vengeful gambler
18	fastidious critic
19	unerringly unkempt
20	ignorant scholar

21	magnanimous sadist
22	sycophantic boor
23	crass nobility
24	slovenly dapper
25	poignantly unattached
26	enviously content
27	vulgar virgin
28	meticulously inefficient
29	boisterous bravo
30	viciously benign
31	antisocial dilettante
32	reckless coward
33	honorably malevolent
34	deadly honorable
35	deliriously heroic
36	corrupt hero
37	dignified beggar
38	truant caretaker
39	profiteering patron
40	patronly antagonist
41	adversarial admirer
42	critical advisor
43	sadistic humanitarian
44	cut-throat libertine
45	apologetic bigot
46	inferiority God-complex
47	ignorant know-it-all
48	dogmatic iconoclast
49	roll twice and select two characteristics



d50 Smells



By James A. Pozenel, Jr.

A vial is unstoppered. A player asks, "What does it smell like?" Grateful for this list, you roll a d50:

d50	50 Smells
0	sulfuric (i.e. rotten eggs, sewage, etc.)
1	fresh-cut wood
2	old sweat
3	green banana
4	oiled leather
5	peppery
6	earthy – roll 1d3: (1) rich, (2) wet, (3) dusty
7	musky
8	minty – roll 1d3: (1) peppermint, (2) spearmint, (3) wintergreen
9	garlic
10	bread – roll 1d5: (1) freshly baked, (2) sourdough, (3) toasted, (4) pumpernickel, (5) moldy
11	old beer
12	metallic
13	floral – roll 1d6: (1) rose, (2) honeysuckle, (3) lavender, (4) marigold, (5) wisteria, (6) poppy
14	sour milk
15	moldy gym socks
16	rusted iron
17	cat urine
18	frosted cake

- 19 onions
 20 citrus – roll 1d4: (1) lemon, (2) orange, (3) grapefruit, (4) lime
 21 fried potatoes
 22 wet forest
 23 cut grass
 24 spicy chilies
 25 pine
 26 rotting – roll 1d4: (1) flesh, (2) wood, (3) cloth, (4) vegetal matter
 27 cooked mushrooms
 28 cedar
 29 vanilla
 30 fresh hops
 31 herbal – roll 1d8: (1) anise, (2) rosemary, (3) thyme, (4) basil, (5) oregano, (6) cumin, (7) cloves, (8) ginger
 32 odorless – don't roll again, even if instructed to do so; any previous results are also ignored.
 33 stale tobacco
 34 wild fermented fruit juice
 35 smoky
 36 burnt – roll 1d8: (1) sugar, (2) hair, (3) wood, (4) flesh, (5) oil, (6) feces, (7) metal, (8) rubber
 37 nutty – roll 1d5 (1) peanuts, (2) pecans, (3) walnuts, (4) hazelnuts, (5) almonds
 38 alcohol
 39 rancid cooking oil
 40 melon – roll 1d3: (1) cantaloupe, (2) watermelon, (3) honeydew
 41 fetid swamp
 42 fishy
 43 ozone
 44 vinegar
 45 fresh fruit – roll 1d6: (1) berries, (2) apples, (3) plums, (4) pears, (5) peaches, (6) pineapple
 46 vomit
 47 stagnant water
 48 dried fruit – roll 1d5: (1) apricot, (2) raisins, (3) cherries, (4) figs, (5) dates
 49 Roll 1d3+1 and roll on this table a number of times equal to the result and combine the resulting smells. Ignore this result if rolled again.

50 Tavern Names and their Crusty Crotchety Proprietors



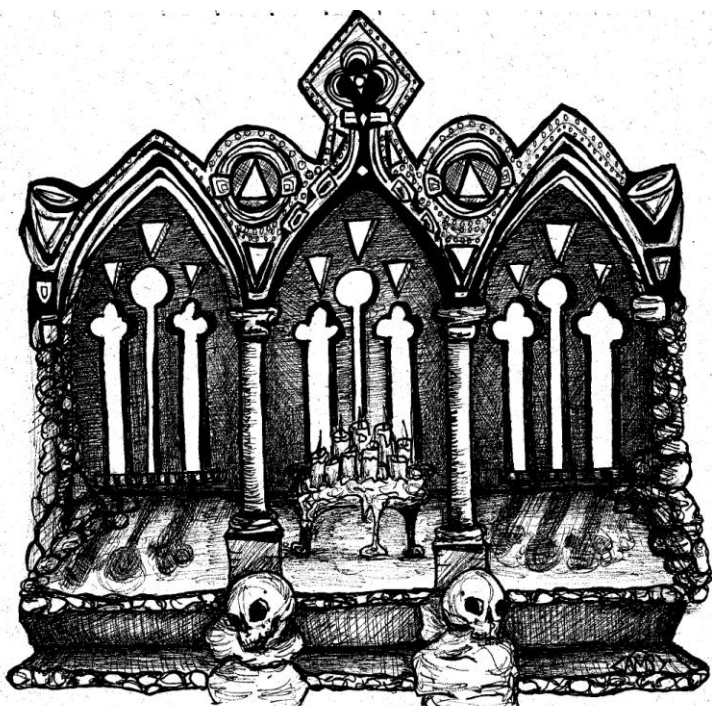
By Jon Hershberger

d50	Tavern Names	Proprietors
0	The Bottom's Up	Klaus Underhill
1	The Two-Headed Ogre	Otto Grunwald
2	The Night's End	Sylvia
3	The Knight's Inn	Sir Reginald Scott
4	The Trail's End	Godfrey Moggs
5	The Slippery Nipple	Isabel Trippe
6	The Brass Griffin	Oswald Cobb
7	The Brass Ass	Rafe Knapp
8	The Grey Griffin Inn	Edmund Walker
9	The Hungry Hippo	Francis Riddell
10	The Boar's Head Inn	Marcus of Holcombe
11	The Rusty Spoon	Henrik Moller
12	The Rusty Spittoon	Tobias Rasmussen

13	The Topsy Tankard	Else Nygaard
14	The Thirsty Stirge	Heidi Thorstensen
15	The Salty Pelican	Jens Haugland
16	The Double Down	Persi Torres
17	The Blue Moon	Millicent Windermere
18	The Tankard and Board	Augustus Yarborough
19	The Salt Mine	Ned Diggins
20	The Other Place	Miles Scroggs
21	The Crooked Crocodile	Felix Hardcastle
22	The Armadillo's Hole	Mo Crawford
23	The Electric Cactus	Pete Jepson
24	The Hitchin' Post	Clark Murfin
25	The Day's End Inn	Simon Ryxx
26	The Fjord's Crossing Inn	Nikolai Brevik
27	The Ent's Hollow	Sibyl de Ville
28	The Gorgon's Gullet	Baldwin Witherden
29	The Hungry Halfling	Marco Tallfellow
30	The Kilted Yak	Albin Nutt
31	The One-Eyed Troll	Emma Olivair
32	The Smuggler's Inn	Colin MacEnroe
33	The Traveler's Tap Room	Evan McCurry
34	Riverside Inn	Happy Carlisle
35	The Ram's Horn	Albert the Stout
36	The Marooned Mermaid	Raphael Stott
37	The Crow's Nest	William of Brightwood
38	The Anchor Inn	Sandy Crenshaw
39	The Port O'Call	Sebastian Peake
40	Trader's Tavern	Piers Bainbridge
41	The Salty Dog	Walker Fitzroy
42	Two Stoned Trolls	Winifred Radcliffe
43	Sailor's Landing	Captain O'Malley
44	Black Bear Lodge	Ortolf the Tall
45	Pilsner Haus	Jorge Schroeder
46	Beck & Company	Johan Beck
47	Paddy's	Paddy O'Conner
48	Mutton Hollow	Gibbs McKee
49	Bock's Inn	Fredrick Bock

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d50 Treacherous Temple Name Generator



By Jon Hershberger
Illustration by Aileen Snyder

Instructions: To randomly generate a Treacherous Temple name, roll your handy d50 die once each on **Tables A, B, and E**, and once each on **EITHER Table C or Table D**. Arrange the resulting words to suit your purposes. If you're not happy with one of the resulting words or not satisfied with the generated name altogether, reroll any or all of the resulting words as needed. Also, be sure to include words or phrases such as "the", "of", or "of the" as appropriate.

d50	Table A Location Adjective	Table B Location Noun	Table C God-Figure Adjective	Table D God-Figure Verb (action or state of being)	Table E God-Figure Noun or Subject
0	Abandoned	Abbey	Absolute	Aching	All-Father
1	Alabaster	Basilica	Adorable	Agonizing	Bosom
2	Arctic	Bethel	Alien	All-caring	Boy-King
3	Baleful	Castle	Ample	All-hearing	Brother
4	Black	Cathedral	Angelic	All-seeing	Crown-Prince
5	Blessed	Cathedral	Angry	Alluring	Darkness
6	Bright	Chapel	Beloved	Beguiling	Demon-King
7	Buried	Chapel	Bewitched	Bleeding	Dragon-King
8	Concealed	Church	Black	Blinking	Dwarven King

d50	Table A Location Adjective	Table B Location Noun	Table C God-Figure Adjective	Table D God-Figure Verb (action or state of being)	Table E God-Figure Noun or Subject
9	Crystal	Cloister	Blessed	Bloodied	Elven King
10	Cursed	Convent	Blind	Charming	Elven Queen
11	Damp	Cradle	Bloody	Crowning	Emperor
12	Dazzling	Demesne	Bountiful	Crying	Eye, The
13	Deserted	Edifice	Bright	Dancing	Fairy-Queen
14	Dreadful	Fane	Broken	Dreaming	Father
15	Enchanted	Fane	Bulbous	Dripping	Fountain
16	Ethereal	Friary	Condemned	Ever-dying	Goddess/God
17	Eternal	Grotto	Cursed	Falling	God-Mother

d50	Table A Location Adjective	Table B Location Noun	Table C God-Figure Adjective	Table D God-Figure Verb (action or state of being)	Table E God-Figure Noun or Subject
18	Forgotten	Hermitage	Damned	Faltering	God-Son
19	Fortified	House	Denying	Frightening	Half-Blood
20	Frightful	Jarl	Dreadful	Grieving	Half-Brother
21	Ghostly	Kastle	Evil	Groaning	Half-Sister
22	Gleaming	Keep	Fated	Harrowing	Host
23	Hallowed	Kirk, the (Scottish)	Forsaken	Haunting	Jackal
24	Hidden	Lake	Frigid	Killing	King
25	Holy	Manse	Ghostly	Leering	Lamb
26	Joyous	Masjid (mosque)	Green	Limping	Lizard-King

d50	Table A Location Adjective	Table B Location Noun	Table C God-Figure Adjective	Table D God-Figure Verb (action or state of being)	Table E God-Figure Noun or Subject
27	Lost	Monastery	Hated	Maddening	Master
28	Luminous	Mosque	Holy	Mourning	Minotaur King
29	Masked	Nunnery	Innocent	Never-resting	Most-High
30	Mournful	Oratory	Impish	Never-sleeping	Mother / All- Mother
31	Mystical	Pagoda	Joyous	Punishing	Old Men
32	Obsidian	Palace	Masterful	Questioning	Prince
33	One (Once)	Palace	Mindless	Returning	Princess
34	Radiant	Parish	Radiant	Rising	Princess Bride
35	Rotating	Presidio	Rapt	Slithering	Queen

d50	Table A Location Adjective	Table B Location Noun	Table C God-Figure Adjective	Table D God-Figure Verb (action or state of being)	Table E God-Figure Noun or Subject
36	Sacred	Pyramid	Royal	Suffering	Queen-Mother
37	Scorned	Rotunda	Sacred	Suffocating	Ransomed King
38	Screaming	Sanctuary	Scaly	Taunting	Rat King
39	Secret	Seat	Scarred	Teetering	Serpent/Serpent King
40	Shimmering	Sepulcher	Scornful	Tempting	Sister
41	Shining	Sepulcher	Silent	Twisting	Sorcerer
42	Silent (Silence)	Shrine	Sorrowful	Unflinching	Sorcerer- Queen
43	Smoky	Shrine	Tattered	Unloving	Sorcerer-King
44	Sparkling	Synagogue	Terrible	Unmoving	Thrall

d50	Table A Location Adjective	Table B Location Noun	Table C God-Figure Adjective	Table D God-Figure Verb (action or state of being)	Table E God-Figure Noun or Subject
45	Three (Thrice)	Tabernacle	Troubled	Unsleeping	Thrall-King
46	Two (Twice)	Temple	Twin	Vengeful	Undying King
47	Veiled	Temple	Unloved	Watching	Victor
48	Woeful	Vessel	Venerated	Weeping	Witch-King
49	Wondrous	Ziggurat	Willful	Wishing	Witch-Queen

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DCC RPG Master ‘Zine Index

The DCC RPG community organizes and runs games in all sorts of venues and under all sorts of genres. It has also birthed a number of ‘zines that supplement and support the DCC RPG system. The number of ‘zines currently available stands at thirteen, and includes the following: Black Powder Black Magic, CRAWL!, Crawling Under a Broken Moon, Crawljammer, D.A.M.N.!, Dungeon Lord Prayers of the Forgotten, The Gongfarmer’s Almanac itself, The Metal Gods of Ur-Hadad, and the newest ‘zines to hit the scene – Myassari, Sanctum Secorum, and The Cities of Zorathi!



This Index incorporates all currently released issues of these thirteen DCC RPG ‘zines as of July, 2016.

Bonus content: At very nearly the 11th hour before the completion of the present Index, your humble editor came into possession of certain knowledge about a forthcoming publication – the 2016 Doug Kovacs Sketch Book – which contains DCC RPG information that would be suitable for inclusion in the ‘Zine Index. Accordingly, the Sketch Book has been mined for content and index entries referencing that content have been included herein.

The Index presents the ‘zine articles alphabetically under the following Categories:

Adventures

Gadgets & Gear

Magic Items

Monsters

NPCs

Patrons

PC Classes & Races

Rituals & Spells

Rules, Rumors & Campaign Seeds

Other Miscellany

The following reference notation indicates the ‘zine name abbreviation, the ‘zine issue number, and the beginning page number for the listed index entry:

ZZZZYYXX, where
ZZZZ refers to the specific ‘zine name abbreviation,
YY refers to the ‘zine issue number, and
XX refers to the beginning page number

The Index uses the following name abbreviations in place of the actual ‘zine names throughout the Index to conserve space:

‘Zine Name	Name Abbreviation
Black Powder, Black Magic	BPBM
The Cities of Zorathi	CZOR
CRAWL!	CRWL
Crawling Under a Broken Moon	CUBM
Crawljammer	CJMR
Crawljammer Demon Drums	CJDD
D.A.M.N.!	DAMN
Dungeon Lord	DLRD
The Gongfarmer’s Almanac	GA##
The Metal Gods of Ur-Hadad	MGUH
Myassari	MYAS
Prayers of the Forgotten	POTF
Sanctum Secorum	SSEC
Sanctum Secorum Christmas Bonus	SSCB
The 2016 Doug Kovacs Sketch Book	DKSB

Note: the completed Gongfarmer’s Almanac articles and other content have been added to the list of Index entries as these articles are available and have generally been assigned their page numbers. Where those page numbers are yet to be determined, the page numbers have been left blank (to be added with a future Index update). The Gongfarmer’s Almanac zine entries in the Index are referenced as follows ZZZZ = GA## (Gongfarmer’s Almanac Year Number), YY = volume number, and XX = beginning page number.

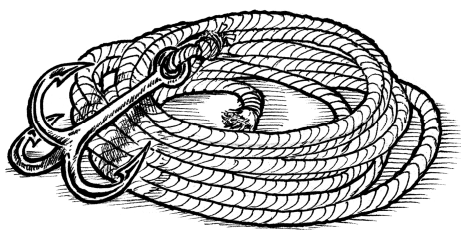
DCC RPG Master 'Zine Index



Adventures

Arwich Grinder, The (o-level funnel)	CRWL0903
Big Trouble in Little Punjar	GA160524
Bruno's Cruel Dungeon (mid-level)	DLRD0307
Calcified Caves of the Slime Yeti . . . (low to mid level)	DLRD0102
Castle Oldskull (level 1 or above).	CUBM0517
Cave of the Maggot Witch (any level)	MGUH0120
Caves of the Sacred Seven, The (levels 1-2)	DLRD0106
Circle of Fury, The	POTF0121
Cry Freedom and Let Slip the Bat-Men of Venus . . . (level 1)	CJMR0118
Demon's Conscripts, The (mid-level)	GA150612
Demon Drums (Crawljammer) (levels 2-4).	CJDD0101
Devil's Cauldron, The (o-level funnel)	BPBM0126
Dimvale Dungeon, The (low to mid-level)	DLRD0329
Elysia: Land of the Space Elves	CJMR0403
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Fane of Flos Tenebrarum (May Flowers), The. (o-level funnel)	GA150332
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Hail Bob's: The Coldest Drinks in the Phlogiston Flux	CJMR0216
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Hidden Shrine of Saint Osthene's, The	POTF0111
Into the Dark Lands (any level)	CUBM0514
Mall Maul, The (o-level funnel)	CUBM0307
Marrow Web Bridge, The (any level)	MGUH0324
Marvelous Myriad Myconid Caverns, The . . . (levels 3-4)	GA150316
Mysterious Valley, The (any level).	DAMN0126

Oblivion Syndicate and the Millennial Mead, The . . . (level 4)	GA160629
Orm Lies Down on Punjar, The (any level)	GA160404
Palace of Alkmeenon, The (level 2)	SSEC1407
Prison of Orvun the Corrupted, The . . . (low to mid levels)	GA160439
Rail Tunnels of the Delphia Beast, The . . (variable level)	CUBM1310
Recruitment Day for the Perilous League	CJMR0621
Red Planet Rendezvous: The Arcadian	CJMR0218
Red Planet Rendezvous: The Phaseship of the Starmongers	CJMR0321
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Starcophagus of the Crimson Prophet . . . (any lvl)	MGUH0224
Street Kids of Ur-Hadad (any lvl)	MGUH0108
Tainted Forest Near Thorum, The	CRWL0403
Tomb of the Thrice-Damned War-Witch . . (level 4)	GA150342
Tomb of Zarfulgar the Lost, The	DLRD0122
Until the Sun Goes Down Forever (any level)	GA160412
Vault of Ash, The (level 5)	CJMR0801
Virtual Funnel, The (o-level funnel)	GA150644
Weird Worm-Ways of Saturn (Crawljammer Adventure) (level 5)	CJMR0701
Worm Cult of Laserskull Mountain, The . . (scaleable)	GA150355
Wreck of the Dimensional Skiff, The	POTF0116
Zeron Protocol (low-level)	GA160427



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Common Homemade Weapons	CUBM1120
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Crawljammer Ships - Magically-Charged Rocket	CJMR0108
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Goat	DLRD0306
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Sheep	DLRD0306
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X is for Xenotech	CUBM0922



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50 Cursed Magical Trinkets	GA160805
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Pelagia's Holy Vestments (Pelagian Equipment).	GA150217
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Ruby Throne of Melnibone (artifact)	SSECo4o9
Sword of Earl Aubec, The	SSECo4o9
Thieving Hand of Glamox	GA16o328
Wall of Kovacs	GA15o219
Wandering Eye, The	GA16o332
Wand of a Thousand Punishments (Black Blood Pass)	GA15o414
Wand of Teleportation (Marvelous Myriad Myconid Caverns)	GA15o325
Yi'ao, the Flame (Items to Die For)	GA15o213
Zin's Wizard Staff	CJMRo828

Monsters

A is for Aliens	CUBMo8o2
Aetherian War Cat	CUBM1oo3
Allosaur	DAMNo127
Ant Cultists	DAMNo111
Ants, giant	DAMNo129
Ants, soldier, giant	CRWL04o9
Ant Swarm	SSECo4o9
Antimater Man	GA15o2o4
Antelope	DAMNo127
Ape-Man Farmers	CJMRo7o9
Ape-Man War-Party	CJMRo71o
Ape-Man Warriors	CJMRo727
Ape-Men of Duggabask	CJMRo8o6
Ash Spirits	DLRD0118



Atter-corn #1	SSEC0104
Atter-corn #2	SSEC0105
Atter-corn #3	SSEC0106
Autogiest, The (Twisted Menagerie).	CUBM0720
Azdorian spider	SSEC1212
Bammat	SSEC0707
Bat, giant	DAMN0140
Bat-Manticore	CJDD0111
Bayaka	DAMN0108
Bear, tracking	SSEC0607
Beast of Monster Lake	SEC1514
Beastman Shaman	DKSB16__
Beast Which Shall Not Be Named, The	DLRD0319
Becky Til Hoppard (undead witch)	SSEC0707
Bee, giant	DAMN0129
Behinder	SSEC0709
Beyond	DLRD0320
Bird, Vancian #1	SSEC0207
Bird, Vancian #2	SSEC0207
Bit-Yakin	SSEC1410
Blackbell (May Flowers).	GA150333
Black Swan, giant	SSEC0512
Blight Serpent	GA150205
Blood Toad Swarm	SSEC1411
Bone Chewer	MGUH0324
Bounder, The	CUBM0722
Bounty Hunters of Ur-Hadad	MGUH0218
Bowel Tyrant	CUBM1005
Cactus Men of Alpha Centauri	CJMR0203
Calobras	DAMN0138
Candy Man	SSCB1507
Cat	SSEC0604
Ceratosaurus	DAMN0127
Children of Hecate (Hecate).	GA150245
Chthonic Dogs of Hecate (Hecate)	GA150253
Clownauts	CUBM1224
Clownug	CUBM1223
Cowwich, The	GA160319

Cobra	DAMN0137
Cobra, giant	SSEC1409
Compsagnathus	DAMN0128
Giant, concrete	CUBM1007
Corpse Worm	CJMR0723
Corrupted Algae Slime Monster	GA160442
Crab, gigantic	DAMN0129
Crag Demon (Oruz)	DAMN0114
Crag Demon (Rai-Kren)	DAMN0105
Crawjammin' on the Red Planet: Barsoom Bestiary	GA160613
Ape, white	GA160614
Apt, white	GA160615
Banth	GA160615
Calot	GA160615
Darseen	GA160616
Malagor	GA160616
Martian – Black Martian	GA160616
Martian – Green Martian (Thark)	GA160617
Martian – Red Martian	GA160617
Martian – White Martian (Thern)	GA160617
Martian – Yellow Martian	GA160617
Orluk	GA160617
Plant Men	GA160618
Sith	GA160618
Thark	GA160618
Thoat	GA160619
Zitidar	GA160619
Barsoom Encounter Tables	GA160620
Creator's Dragon, The	DAMN0142
Creeping Willow	SSEC0513
Coma Cultist	GA160424
Crocodiles	DAMN0128
Crocodile, giant	CJDD0103
Crocodile, giant	GA160518
Crystal Skulls, flaming	GA160518
Cyber-Hounds	CJMR0131
Cyber-Zombies	CJMR0128
Cyberzombie	GA160611
Cyberzombie, enhanced	GA160611
Cyclops	DAMN0128
Damned Banshees (Tomb of the Thrice Damned)	GA150348

Damned Skeletal Army	
(Tomb of the Thrice Damned).....	GA150345
Damned Things	CRWL0919
Dark Lilly (May Flowers)	GA150333
Deathbot	CUBM1009
Deathbot	CUBM1320
DeathJay	CJMR0710
Death Watch Beetle, giant	CRWL0412
Deep Elders, The	CRWL1120
Demon Drummer	CJDD0108

Demon, minor BPBM0135



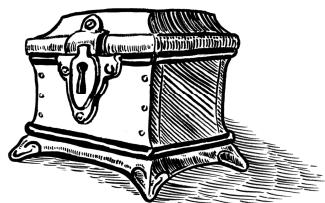
Demon Spider	MGUHo305
Demon of Tsathoggua (demon, type II)	CJMR0805
Devoted, The	GA160445
Dino, tiny	DLRD0117
Dinosaur Aberrations	CUBM1426
Dinosaur, tiny	MGUHo216
Dire Foxglove (May Flowers).....	GA150334
Disenchanter	DLRD0314
Dragon, ice	DAMN0148
Dragon, mirror	DLRD0121
Dragon of Deva, immature	SSEC1109
Dragon of the River (Hargn)	CRWL0421
Dryad, true	GA160541
Eagle, giant	GA160520
Edgar the Giant Spider (Marvelous Myriad	
Myconid Caverns)	GA150320
Eldritch Leach	CJMR0617
Elemental, debris (Trash Titan) ... (Twisted Menagerie)	CUBM0119
Elemental, heavy metal (Rocker) ... (Twisted Menagerie)	CUBM0424
Elemental, snow	SSCB1507
Elf, underground #1	SSEC0109
Elf, underground #2	SSEC0110
Elf-drones	GA160635

Elk-women	CJDDo103
Eohippus	DAMNo128
Evil Android	CJMRo225
Faerie Slug	DKSB16__
Fairy	DLRD0313
Falcon wolf (Cirque de Bizarre)	CUBMo210
Feral Tigerwoman	CJMRo226
Flower Zombie (May Flowers).	GA150334
Flying Attack Drone	CJMRo519
Flying Howler Monkey	DAMNo137
Flying Laser Ursine	CUBMo111
Forest Floor	GA160539
Forsaken	DAMNo120
Forsaken, reavers	DAMNo121
Fridoline (demon, type IV)	CRWLo417
Fright of Ghosts (Hecate).	GA150244
Fruiti-Slush Ooze	CUBMo103
Fryder	CUBMo125
Fungaloid	CRWLo414
Fungoid, guardian	CJMRo511
Fung-Eye	CRWLo520
Fura's Body	DLRD0120
Fura's Eyes	DLRD0120
Furious Warrior	POTFo122
Gazette – Fear	GA160312
Holbog	GA160313
Silletheene	GA160312
Vennec the Wizard	GA160314
Tigerfly	GA160315
Frozzax	GA160316
Gelt Killblade	CJDDo110
Gelt Scholar	CJDDo108
Ghastly Ratmen	CRWLo408
Ghost Light	SSEC1409
Ghosts	GA150206
Ghouls	DAMNo129
Ghoul Hags	DLRD0314
Ghoul Unicorn	DLRD0315
Giant Bloodworms.	CJMRo712
Giant Flatworms.	CJMRo712

Giant Muckworms	CJMRo713
Glarion	CJDDo1o8
Gloom Hounds	CRWL0524
Goblin Forager	CJDDo1o3
Golan, explorers	DAMNo133
Golan, hunters	DAMNo129
Golan, villagers	DAMNo129
Golan, warriors	DAMNo13o
Golem, avatar	CUBM1226
Golem, mud	DLRD0317
Golem, synth-flesh.	GA16o611
Golem, undead horror	DAMNo116
Goo-Men	CUBMo223
Gowl, red	DKSB16__
Greater Corruption Ooze	GA16o42o
Gray Demons	SSEC1414
Grey (Black Blood Pass).	GA15o41o
Grub Knight.	GA15o2o7
Hag of Hecate (Hecate)	GA15o246
Harpy, jungle	SSEC14o9
Hedgehogs, giant	CRWL0411
Hellish Razorback	CRWL0412
Hexopus	DAMNo13o
Hoppard Kin	SSEC07o9
Horned Monster (Wendigo)	SSEC06o5
Hornet, giant	DAMNo129
Hounds from Hell	CRWL0523
Howling Serpent	DAMNo133
Hungry Dead (Hecate)	GA15o245
Hunter	SSEC13o8
Hydra Worm.	CJMRo72o
Ice Ghouls	DAMNo146
Icon of Tsathoggua (Area 2-6)	CJMRo816
Imp, undead	CJMRo81o
Ink Wraith	SSEC1212
Invisible Guardians	CJMRo432
Iormungar, sea dragon	SSEC1213
Jack Frost	SSCB15o8
Jack-O-rang-utan	CUBM1o15
Killer Dolly	SSCB15o8

Klarashton, The (demon, type VI)	CJMRo815
Leopards	DAMNo130
Lich	SSECi213
Living Flesh Mound	CRWLo415
Lizard, raker	DAMNo104
Lizard, giant	DAMNo133
Lizardmen, green	CJMRo429
Lizardmen, red	CJMRo221
Lobstrosity (Alien Crustacean) (Twisted Menagerie)	CUBMo122
Loper	SSECi308
M is for Mutants.	CUBMo826
Macrobius' Golem	CRWLo416
Malcupine, The	BPBMo329
Malllock (Twisted Menagerie)	CUBMo321
Man-Eating Cowslip (May Flowers)	GA150334
Mannekills (Undead)	CUBMo124
Martian Genetically-Altered Rage Zombies	CJMRo230
Martian Skeleton Men	CJMRo806
Martian Skeleton Men, advanced	CJMRo808
Martian Skeleton Men, commander	CJMRo809
Martian Skeleton Men, undead	CJMRo810
Mech, heavy	CUBMo712
Mech, light	CUBMo711
Mechanical Brain.	CJMRo705
Mechanoid Soldier	CJMRo519
Medusa	DAMNo142
Men-Beast-with-Elephant-Head	CRWLo412
Mermaid, Argonian	SSEC0511
Migjoyon	DAMNo130

Mimic	DLRDo315
Mimic, beaker	DLRDo316
Mimic, chest	DLRDo316
Mimic, chest	DLRDo117
Mimic, door frame	CRWLo414
Mimic, pipe	DLRDo316



Mine Wight	BPBMo233
Minokar	SSECi214

Minotaur	GA160522
Miserable Flamesquat	DKSB16__
Monkey	DAMNo137
Monkey, rampaging	DAMNo106
Moon Octopus	CJMRo203
Moon Octopus	CJMRo226
Moon Octopus	CJMRo613
Moonrock Crawler	CJMRo627
Mossbear	CJDDo103
Mutant, The	CUBMo203
Mutitan (Twisted Menagerie)	CUBMo216
Necrocornicon	CUBM1017
Once-men	CUBM1423
Orbus	CUBM1019
Ornithomimus	DAMNo130
Pale Neptunian	CJMRo231
Peasant, Vancian	SSECo210
Penumbra Bees (May Flowers)	GA150335
Phane #1	SSECo211
Phane #2	SSECo211
Phlogiston Eel	CJMRo615
Phlogiston Vampire	GA160612
Phororhacos	DAMNo130
Pierceblossom (May Flowers).	GA150335
Pigtipede (Twisted Menagerie)	CUBMo321
Pit Roses (May Flowers).	GA150335
Plague of Locusts (Ghrelín).	GA150222
Primordial Ooze	DAMNo140
Pseudodragon, Bronze	CJMRo230
Psionic Fungus	POTFo118
Pterodactyl	DAMNo130
Pterosaurs, small	DAMNo133
Railipede	CUBM1325
Random Space Encounters	CJMRo612
Ravenous Spirit (Ghrelín).	GA150233
Red Martians	CJMRo225
Red Martian, boxer	CJMRo225
Rekyr the Nahtanoj, Corrupted Lion Familiar (Black Blood Pass).	GA150416

Reptile Ghouls	DAMN0109
Reptilian, chieftain	DLRD0108
Reptilian, elite.	DLRD0108
Reptilian, female	DLRD0107
Reptilian, female, muscular	DLRD0107
Reptilian, warrior	DLRD0107
Revenant of Zin	CJMR0826
Rhamphorhynchus	DAMN0135
Rheddosus	DAMN0135
Ring Bats.	CJMR0714
Robo-Lich (Twisted Menagerie)	CUBM0215
Robonanny	MGUH0216
Robot	CJMR0626
Robot Gunner	CJMR0433
Robotic Phase-Hounds	CJMR0326
Rock Monster Eagle	SSEC0606
Rock Terror	CJMR0617
Rock, traveling	SSEC0608
Rot Grub	DLRD0318
Rust Monster	DLRD0318
Sabre-Tooth	DAMN0130
Sadodaemon	DLRD0119
Sandcat	SSEC1309
Scorpion, giant skeleton	CJMR0436
Scorpion Monkey	CJDD0103
Scorpionoid	CUBM1126
Scut	CUBM0717
Sea-Slug	SSEC1309
Sea-Slug, giant	SSEC1310



Self-Generating Crud Toolkit	GA160707
d30 Crud Creature Compendium	GA160710
Spiraling pick cocker	GA160711
Lich lichen (devil goat)	GA160711
Twilight Goat	GA160713
Blood jelly fungus	GA160713
Witch's butter	GA160714
Gabriel's stinkhorn	GA160714
Downy mildew	GA160714
Astral heliozoan	GA160715
Shroom apes	GA160716
Burning heap (napalm golem)	GA160717
Fire spore puffball	GA160718
Lumbering sludge	GA160719
Slough sloth	GA160720
Ghost algae	GA160721
Sucking mud	GA160721
Crud burro	GA160722
Summer's siren	GA160722
Fen henchman (black bog baron)	GA160724
Bore Optic Slime Serpent	GA160725
Universal veil	GA160725
Rucker's ectoplasm	GA160726
Drumpfungi	GA160728
Riker's radiolieria	GA160729
St. Christie's bile	GA160730
Destroying angel puffball	GA160731
Skull dust	GA160731
Manky ditch weed	GA160732
Reanimator slime	GA160733
Whistling widowmaker	GA160735
Hagbear	GA160736
Eckson's sludge mire	GA160737
d50 Crud Color and Texture Calculator	GA160740
d50 Crud Effects Machine	GA160744
d50 Crud Odor Description Generator	GA160755
d50 Crud Naming Device	GA160757
Sentrybot (Twisted Menagerie)	CUBM0120
Sergeant Luggbodduggo (hobgoblin)	
(Marvelous Myriad Myconid Caverns)	GA150321
Serpent-manbominations	MGUG0216
Serpentoid (Twisted Menagerie)	CUBM0521
Servitorbot	CUBM0221
Shapeshifter	CJMR0329

Shark, prehistoric	DLRD0117
Sharkhana (Twisted Menagerie)	CUBM0117
Sharkworm	CJMR0324
Sharkworm Leeches, Baby	CJMR0324
Shimmer Lizards	CJMR0715
Silvermanders	CJMR0124
Siren	SSEC0514
Skeleton, winged demon	CJMR0435
Skelematon	GA160611
Skelematon, enhanced	GA160611
Skylynx	CJMR0130
Sky-Scavenger	CJMR0630
Slahngis (sea serpent)	DAMN0145
Sleestaks!	MGUH0216
Snakion	GA150208

Sons of the Dragon's Teeth	DAMN0130
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Soul Vulture (Ghrelin)	GA150225
Space Harpies	CJMR0231
Spawn of Yagzarrid	CJMR0823
Spider, Azdorian	SSEC1212
Spider, giant	DAMN0140
Spider, relatively colossal	GA160515
Spider-bear	SSEC1110
Spider-bear (#2)	SSEC1307
Spirit Phantom	DAMN0133
Spirit Toad	GA160508
Spore Slavers	CJMR0204
Spore Slaver	CJMR0228
Ssethmariss	DAMN0131
S-s-s-space Pirate Ghosts	MGUH0216
Starmonger	CJMR0329
Starmonger, phase-shifting	CJMR0329
Starvation Spirit Swarm (Ghrelin).	GA150224

Stomoan, hunters	DAMN0131
Stomoan, shaman	DAMN0131
Stomoan, villagers	DAMN0131
Stomoan, warriors	DAMN0131
Stonecrawler	CRWL0521
Stone Ape-Men Guardian	CJMR0822
Stone Men	GA160514
Swarm of Living Toads	GA160507
Tarasqu-Ape (Cirque de Bizarre)	CUBM0211
Temple Wrack	SSEC1412
Thorn Man	GA150632
Thorum's White Gorillas	CRWL0409
Three-headed Jaguar	GA160516
Thunder Log (May Flowers)	GA150335
Toadfish	CJMR0715
Trapdoor Toadspider	CUBM0323
Troglodyte	DAMN0131
Tunnel Things	DAMN0141
Twisted Horrors	CUBM1021
Two-headed Roc	DAMN0131
Two-headed Rocs, nestlings	DAMN0142
Two-headed Rocs, adult	DAMN0142
Two-headed Viper, giant	SSEC1410
Two-headed Zombie Hounds	CJMR0435
Two Roaches for Your Adventures	GA160309
Ironroach Swarm	GA160309
Carproach	GA160310
Carproach, Swarm	GA160310
Carproach, Giant	GA160310
Tyrannocyber Rex	MGUH0216
Tyrannosaur	DAMN0132
Undead Reptile Ghouls	DAMN0113
Un-dead Runners	DAMN0141
Un-Men (Robotic Tyrant) (Twisted Menagerie)	CUBM0523
Un-Men, Drone (Robotic Servitor)	
(Twisted Menagerie)	CUBM0524
Vaechral	GA150210
Varmints!	BPBM0232
Wasp, Giant	CJDD0103
Vendibeast	CUBM0324

Venomous Deathwolves	CRWLo409
Violent Voidspace	CJMRo205
Violent Voidspace	CJMRo612
Void Mite	CJMRo616
Void Ziggurat	CJMRo612
Vulkagon, younglings	CJMRo125
Vulkagon, savages	CJMRo126
Wasteland Zombie (Ghrelín)	GA150222
Whisperer	DAMNo141
White Martian Tribunal	CJMRo205
Wild Man	DLRD0119
Wolves	CRWLo906
Woodworm	CJDDo105
Worm Men of the Colossus	DAMNo110
Worms of Dust	CJMRo817
Worms of Dust, monstrous	CJMRo820
Xenotaur	CUBM1023
Xorn	DLRD0319
Y is for Yestermen	CUBMo924
Z is for Zoological Horrors	CUBMo926
Zanatar	DAMNo132
Zanist, declaimer	CJMRo126
Zanist, cellmaster	CJMRo131
Zanist, treerangers	CJMRo130
Zeron, Possessing Demon (type 1)	GA160449
Zeron Servitor	GA160434
Zilla	CUBM1025
Zmooph	CUBM1027
Zombie Monks of the Cyberhive (Twisted Menagerie)	CUBMo214
Zombies, frost-covered	DAMNo148
Zombies, petrol (Twisted Menagerie)	CUBMo627
Zone Devil	SSEC1514



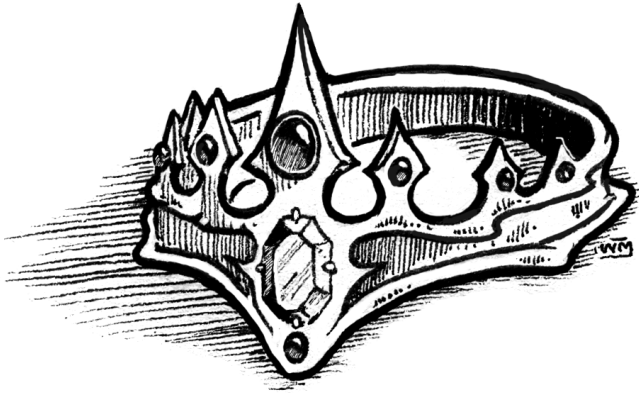
NPCs

Adwick (Dwarf)	DAMN0145
Aggor, Ape-Man Priestess	CJMR0727
Alabbac of Mnardis	SSECo807
Alberic	CRWL0418
B'Groll B'Nukk, Beetle Wizard	CJMR0229
Beeracuda, the Never-Breathing Street Shark	GA160529
Beerspitter, the Giant Cheeked	GA160530
Bessie Curwen	CRWL0922
Blacksun	CUBM0514
Bob N' Thorg	CJMR0217
Boundless Philosopher	DAMN0139
Brigadier Bellows	BPBM0138
Cass Alphawave	CJMR0221
Cedrick	CRWL0417
Chicken Jeff	DLRD0231
Cyron of Varaad	SSECo807
Demi-Lich Rj'Nimajneb-Yor, The (Black Blood Pass)	GA150411
Egrysst (NPC)	CJMR0122
Eibon, Son of Milaab	SSECo808
Elahai the War Witch (Mummy)	
(Tomb of the Thrice-Damned)	GA150350
Emperor's Artist, The	SSECo410
Esmeralda	CRWL0418
Farmer Roundtree (May Flowers)	GA150340
Fillis	CRWL0420
Flaming Moe, the Fireproof	GA160529
Gelt Scholar	CJMR0325
Gorp	DLRD0110
Grandpa Ike Curwen	CRWL0922
Great Santini, The	BPBM0135
Greel Karaxxus, Zanist Eugenicist	CJMR0128
Grumguzz, Troglodyte Chief	
(Marvelous Myriad Myconid Caverns)	GA150324
Grydris, Alpha Female Ape-Woman	CJMR0722



Gypsies (NPC classes)	SSEC0509
Gypsy Dancer	SSEC0509
Gypsy Groom	SSEC0509
Gypsy King/Queen	SSEC0509
Gypsy Musician	SSEC0509
Gypsy Urchin	SSEC0509
Harood of Kalnoora	SSEC0808
He of the Many Iron Necks	GA160528
H'Grunth H'Grugthorr	GA160631
Honest Orkoff	CRWL0216
Hormagor, the wizard of Abormis	SSEC0809
Iasmin	CRWL0419
Illico	CRWL0410
In'Sada (undead lord)	DAMN0121
Jaaf Starshard	CJMR0434
Jrab'Oast	CJMR0316
Junior Curwen	CRWL0916
Kaspar	DLRD0231
Knight Commander Armand Tergen, Paragon of the Knights Bethine	GA160446
Krolas	CRWL0420
Loke Starshard	CJMR0430
Longstrider, Baddy Long-Legs, the Long-Limbed	GA160528
Lord Kulemides	DAMN0139
Lurlene Curwen	CRWL0915
Macrobius	CRWL0417
Mai, Priestess of the Hidden Lord	DAMN0139
Mattock	DAMN0148
Maxxazon, Villainous Blue Lizardman	CJMR0229
Mektar Starshard	CJMR0435
Merlin	SSEC0113
Morghi the Inquisitor	SSEC0809
Mosh Sedation, the Wizard of Krone Lamp	GA160421
Necrosaur, The	GA160636
Oll Zen	GA160530
Pere Warri	BPBM0138
Pridestar	DLRD0229
Prince Nesbitt	DLRD0229
Princess Thalidia	DAMN0139
Queldo, White Martian Technomancer	CJMR0330

Richter	CRWLo419
Satrampa	CJMRo7o4
Satrampa	CJMRo8o2
Sheenara Rex	DLRDo23o
Sheriff Owen	DLRDo23o
Snug'goo, the Sentient Snuggie™	GA16o419
Space Pirate Captain Hrusk Valbon	CJMRo426
Space Pirates of Pluto	CJMRo2o4
Syon Starshard	CJMRo426
Syon Starshard	CJMRo43o
Tora Korv	CJMRo123
Undead High-Priest of Saint Osthene	POTFo114
Utzz the Puff-Ball Wizard of Mycetes-Thrax (Marvelous Myriad Myconid Caverns)	GA15o322
Wampl'rji the Pyromancer	SSECo81o
Warrior Lich Skull-Or, The	CUBMo515
Y is for Yestermen	CUBMo924
Zin the Meticulous	CJMRo8o2
Zylac the Enchanter	SSECo81o



Patrons

Arioch	SSECo411
Ars-Eleeta	CJMRo525
Avatar of Ars-Electra	CJMRo526
Atraz A'Zul	MGUH03o4
Bakemono (demon)	GA15o619
Billy Jack	SSECo6o9

Black Tommy (demon)	BPBM0331
Blessed Saint Osthene the Pure	POTF0109
Buddy O'Burger . . . (patron)	CUBM1210
(Buddy) O'Burger Adventure Value Meal	CUBM1206
Buddy O'Burger, The Cannibal Clown Cult of	CUBM1205
Buddy O'Burger, The Origin of the	CUBM1203
Buddy O'Burger, The Second Coming of	CUBM1204
Chromatic Court, The	SSEC0314
Cire – Interdimensional Patron	GA160204
Circus of Friends, The	CUBM1219
Crom!	GA160244
Earth-Brain of the Cyberhive	CUBM0403
Fiddler, The	SSEC0710
Garun	CJMR0518
Ghrelin	GA150221
Gods of Eternal Struggle.	SSEC1209
Astrol (demon prince)	SSEC1209
Dwallka of the War Hammer	SSEC1209
Eldrak of the Seven Hells	SSEC1210
Elwys the Golden	SSEC1210
Omorphon	SSEC1210
Gray Directorate, The	CUBM1319
Great Ebon Hand (GEH), The	GA150236
Hecate	GA150243
Ibyk	GA160231
Johnny Appleseed	GA150631
Lion-Dragon (demon)	GA150620
Mighty Kizz, The	CUBM0408
Myassari	MYAS0101
Nick'claus	SSCB1509
Oni (demon)	GA150619
Patsy, Patron God of Henschfolk	GA160214
Ram of Light, The	CZOR0119
Red Death, The	SSEC0316
Red Duke, The	BPBM0317
Sissnagarrassh	GA160223
Sister Ultiva	CJMR0503
Sliggeth	CRWL0918
Sending of Sliggeth	CRWL0921

Solomon Ghi (John Henry)	BPBM0222
Sperato	CJMR0510
Star Child, The (patron)	SSEC1515
Stormlord, The	POTF0120
Theszolokomodra	CUBM0322
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Van den Danderclanden	CRWL0109
Patron Spells of the Supernal Archmage	CRWL0309
Weal	DAMN0122
Welcome to the New Space Gods	CJMR0502
Will of Obitu-Que (The Eye of Obitu-Que) The	GA150254



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Barbarian #2	SSEC1207
Barbarian	GA160109
Barbarian Cimmerian	SSEC1405
Barbarian, The	DAMN0150
Bard	CRWL0604
Battle Chanter	CUBM1420
Canine Scientist	SSEC1505
Clownight	CUBM1207
Con Troll	DLRD0217
Consider the Greenskins	CRWL0514
Consider the Kobold	CRWL0307
Consider the Ogre	CRWL0711

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Deep One Hybrid	SSEC0906
Dervish, The.	GA150109
Dwarven Priest	CRWL1004
Ecclesiast, The	CJMR0533
Elven Rogue	CRWL1007
Feral Urchin	CUBM1115
Gambler, The	BPBM0216
Gargoyle, The	SSEC1007
Gargoyle, graven	SSEC1010
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Gnome	CRWL0610
Gold & Glory From Beyond The Grave	GA150113
Grays (elf alternate)	CUBM1316
Half Giant	SSEC0704
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Hologram, The	CUBM1123
Hot-Dog Suit	GA160104
Human, Earth A.D.	SSEC1507
Hybrid, The	SSEC1509
Kung Fu Monk	BPBM0307
Ledgerdmainist	SSEC1104
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Mek, The	SSEC0205
Mek #1	SSEC0108
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Melnibonean	SSEC0405
My Thief, My Way!	CRWL0623
My Gongfarmer Can't Do Sh*t!	CRWL0724
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Paladin	CRWL0614
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Pitman, The	CJMR0606
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Radioactive Waster (o-level PCs)	CUBM0303
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Technologist, The	CUBM0106
Technomancer, The	CJMR0206
Techno-necromancer, The	GA160605
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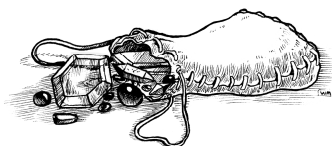


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By the Way (divine rules)	CUBM1127
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V is for Vapors CUBMo918

W is for Weather of the Wastelands CUBMo920

Wayne Con 2015 Program Guide. DLRDo223

What’s Under the Hood CUBMo612



Where to Get the Goods:

Black Powder Black Magic. stormlordpublishing.com

The Cities of Zorathi! (TBD)

CRAWL! crawlfanzine.blogspot.com

Crawling Under a Broken Moon crawlingunderabrokenmoon.blogspot.com

CrawlJammer crawljammer.blogspot.com

D.A.M.N.! DrivethruRPG.com

Dungeon Lord. (Death Machine Press) DrivethruRPG.com

The Gongfarmer’s Almanac the G+ GFA community

The Metal Gods of Ur-Hadad www.kickassistan.net

Myassari. orderofthequill.com
Prayers of the Forgotten stormlordpublishing.com
Sanctum Secorum sanctum.media/blog

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